

# SOOM, LEE

Designer & Educator of  
Visual Design, Games, UX, UI

✉ mail@soomilee.com

## Classes Taught

### The New School

Core Studio Objects: Game Design | FA22  
[core studio: PUDT 2100]

Core Lab Systems: Creative Technology | FA21  
[core studio: PUDT 3101]

Creative Practice Seminar 1 | FA22, FA23  
[core seminar: PGTE 5260]

Creative Practice Seminar 2 | SP23, SP24  
[core seminar: PGTE 5261]

Design for this Century | FA18  
[core recitation: PGHT 5601]

Gaming the System | SP17  
[elective seminar: ULEC 2940]

Visual Design Concepts | FA18, FA19, FA20, FA21, SP22, SP23  
[elective studio: PSAM 5856]

### Stevens Institute of Tech

Creative Studio II | SP25  
[core studio: HAR 396]

Design I | FA22, FA23, FA24  
[core studio: HAR 241]

Design II & III | SP22, SP23, SP24  
[core studio: HAR 340, HAR 440]

Designing with Data | SP25  
[elective studio: HAR 250]

Foundations Creative Software | SP24, SP25  
[core studio: HAR 101]

Foundations 2D: Color & Composition | FA24  
[core studio: HAR 110]

Game Design II & III | SP24  
[core studio: HAR 360, HAR 460]

Professional Workshop | SP24  
[core seminar: HAR 302]

Senior Capstone I & II | FA24, SP25  
[core studio: HAR 498, HAR 499]

## Education

2015 - 2017 **The New School (Parsons School of Design) | New York, NY**  
**Master of Fine Arts (MFA): Design + Technology**  
Graduated with departmental honors (GPA 3.94)  
Dean's Merit Scholarship Recipient

2006 - 2010 **Rhode Island School of Design (RISD) | Providence, RI**  
**Bachelor of Fine Arts (BFA): Industrial Design**

## Teaching Experience

SP24 - Current **Stevens Institute of Technology | Hoboken, NJ**  
**Full-time Lecturer**  
• Teach multiple BA classes in intro to intermediate Visual Design classes as well as lead senior Capstone classes and mentor students  
• Take part in all faculty meetings and curriculum development

SP22 - SP23 **Adjunct Professor**  
• Teach BA classes in intro and intermediate Design classes

FA18 - FA23 **The New School | New York, NY**  
**Adjunct Professor**  
• Teach multiple MFA and BFA classes in Design and Technology (DT) department  
• Take part in MFADT admissions committee over past three years  
• Researched and reviewed elective courses in DT compared to other design institutions  
• Wrote Part Time Faculty Welcome Guide for DT

FA16 - SP17 **Co-director of MFADT 2017 Thesis Show**  
• Co-Lead and coordinate 7 student committees and worked with professors for over 6 months to plan and produce 5 separate Thesis Show events.

FA16 - SP17 **Teaching Assistant:**  
• Lead a recitation class of 25 undergraduate students for Gaming the System: The Political Potential of Play.  
• Assist professor in class and students with troubleshooting assignments for Data Visualization, and Web Advanced Javascript classes.

Summer 16 **Teaching Resident: MFADT Bootcamp Design**  
• Develop curriculum, including lesson plans, assignments, learning outcomes, and presentations with five fellow Teaching Fellows.

FA15 - SP16 **Student Technician: 3D Printing, Wood Shop & CNC Shop**  
• Help students print on Makerbots, set up CNC ready files, and use wood shop tools. Mill student projects on ShopBots.

## Professional Experience

09/17 - 08/22 **Art + Cook | Brooklyn, NY**  
**Senior UX Designer / Web Developer**  
• Code company website from scratch using Shopify API, HTML/CSS/JS/JQuery.  
• Collaborate with outsourced Graphic Designers to design a custom e-shop, focusing on usability and user experience.

05/16 - 12/16 **The New School & Vonage Inc | New York, NY**  
**UX Research Assistant**  
• Work with professor Dave Carroll and fellow grad students to research, ideate, iterate and prototype future telecommunication products for Vonage Inc.

06/13 - 05/15 **Art + Cook | Brooklyn, NY**  
**Senior Industrial Designer**  
• Design, develop and finalize packaging for kitchen goods.  
• Lead design process including ideation, sketching, mock ups, detailed spec drawings, communicating with overseas vendors, and sample approval.

08/10 - 06/13 **Decor Craft Inc | Providence, RI**  
**Team Lead: Industrial & Graphic Designer**  
• Lead design development process for DCI brand products and packaging, including trend research, ideation, sketching, prototyping, spec drawings, communicating with overseas vendors, and sample approval.  
• Train and manage a small team of junior designers.